

WN350 2.2 Errata

The addition of the following errata to the 2.1 release of the rules is considered the current release and will be used in all tournaments going forward.

Names added to Special Thanks

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Definitions

AS:CE:

Abbreviation for the rulebook "Alpha Strike: Commanders Edition" Current printing is 6th Edition.

OAT:

Objective. Area. Template. These templates mark the objectives in the various scenarios. OATs can't be destroyed and don't affect LOS except for Bunker OAT's.

Replace with:

Objective. Area. Template. These templates mark the objectives in the various scenarios. OATs have different functions outlined in each scenario.

Pg 1

General lists are determined by the MUL, you don't get to pick one at random. You can find which General List is included by Choosing Faction -> Era and looking at the General List (if included) in gray text to the right of your Chosen Faction in the upper left hand corner.

Pg 2

Armies may have no more than:

- 16 units per Army
- 8 of any Mech Type (Battlemech/Industrial/Omnimech)
- 8 Combat Vehicles
- 5 of any Infantry Type (includes Battle Armor)
- 5 ProtoMechs (further rules on page 3)

Replace with:

Armies may have no more than:

- 16 units per Army
- 12 of any Mech Type (Battlemech/Industrial/Omnimech)
- 8 Combat Vehicles

- 5 of any Infantry Type (includes Battlearmor)
- 5 ProtoMechs (further rules on page 3)

No more than 10 units may be run in any scenario

Pg 2

Remove Section:

Cargo Transport (CT) If you are converting CT to IT, the amount of CT you convert is reduced by half, rounded normally. Example, A Swift Wind ICE Cargo has CT3. If you wanted to convert all that CT to IT it would end up IT2. This is intentionally different to the established rule in the AS:CE page 84.

Pg 2

Pilot Skill

Skill levels may only go as low as 2, and as high as 7 Players are only allowed 2 units with a skill 2 value, and 2 units with a skill 7 value. Any number of the remaining units may have a skill value of 3 through 6.

Replace with:

Skill levels may only go as low as 2, and as high as 6. Players are allowed 2 units at the extremes of skill adjustment. 2 units of Skill 2 OR Skill 6 OR a combination of 1 unit at Skill 2 and 1 unit at Skill 6.

Pg 3

Addition:

Off Board Artillery if taken in your 200PV automatically counts towards your opponent's MOV when making this calculation.

Pg 5

Each scenario allows a maximum of 200 points from their 350-point army to be used during the game. There is no minimum amount of points needed for each scenario.

Replace with:

Each scenario allows a maximum of 200 points from their 350-point army to be used during the game. There is no minimum amount of points needed for each scenario. There is a max number of 10 total units allowed in your 200PV per scenario.

Pg 5

IMPORTANT NOTE: Pre-generated 200 points lists are encouraged.

Replace with:

IMPORTANT NOTE: Pre-generated 200 points lists are **HIGHLY** encouraged.

Pg 5

7. Once all forces are deployed, and any OAT measurements are double-checked, players roll for Initiative (unless a player chooses option b during the Terrain Phase), and game play begins.

Replace with:

7. Once all forces are deployed, and any OAT measurements are double-checked, Round 1 begins with the decision made by the Terrain Roll winner from Step 3.

Pg 6

Players cannot Damage or Infiltrate their own bunkers.

Replace with:

Players cannot Damage or Infiltrate their own bunkers.

Bunkers are buildings and therefore immobile.

Pg 6

Bunker Infiltration:

During the End Phase (Step 1), when a Battle Armor (BA) or Infantry (INF) unit that is in base-to-base contact with the yellow "Door" portion of the template and at ground level, that unit is removed from the board and is to be considered inside the Bunker. These Units are considered off-board until they return the following End Phase (Step 1).

Replace with:

During the End Phase (Step 1), when a Battle Armor (BA) or Infantry (CI) unit is in base-to-base contact with the yellow "Door" portion of the template and at ground level, that unit is removed from the board and is to be considered inside the Bunker. These Units are considered off-board until they return the following End Phase (Step 1).

Pg 7

In order to pick up the flag on the field, a unit must be grounded, dismounted, uncontested and in base-to-base contact with the token during the end phase (Step 1).

Replace with:

In order to pick up the flag on the field, a unit must be grounded, dismounted, uncontested and in base-to-base contact with the flag token during the end phase (Step 1).

Pg 7

Units transporting BA with a flag may also carry a flag.

Replace with:

Units transporting Battle Armor (BA) or Combat Infantry (CI) who may be carrying a flag, may also carry a flag.

Pg 7

(If the game goes to time) the player with the most points wins the game.

Replace with:

(If the game goes to time) the player with the most objective points wins the game.

Pg 8

Units must be inside or on a portion of an Objective Area Template (OAT) and uncontested in order to claim the OAT.

During the end phase (Step 4), place a Team Token on the OAT that your unit has claimed. Remove any Opposing Team Tokens from that OAT, if present.

During the end phase (Step 4), if an OAT is contested, remove any Team Tokens on that OAT. Units do not need to remain on an OAT to keep the Team Token in place.

Replace with:

To claim an OAT a unit must be grounded, dismounted, and uncontested on any portion of the OAT in the end phase (Step 4). If an opposing Team token exists, replace it with one of your Tokens. If the OAT is contested in the end phase, remove all Team tokens from the OAT.

Pg 8

The player with a score of 4 after the End Phase wins the game.

Replace with:

The player that controls 4 objectives simultaneously in the End Phase wins the game. Objective scoring is not cumulative between turns but evaluated in the end phase of each round.

Pg 9

Hold the center Objective Area Template by having the most combined size total within the OAT for 4 turns.

Replace with:

Earn an Objective point by having a greater combined size total within the OAT in the End Phase.

Pg 9

The player with the most combined size is awarded one objective point. If the Combined Sizes are equal, there are no points awarded to either player.

Replace with:

The player with the most combined size is awarded one objective point. If the Combined Sizes are equal, there are no points awarded to either player for the round.

Pg 10

For every 50 PV destroyed from an opponent's list, that player receives one Objective Point.

Replace with:

A player receives one objective point for every 50 PV of the first 150 PV of their opponent's forces they destroy. Destroying all remaining units will trigger the No Opponent Protocol for the 4th and final Objective point.

Pg 12

Friendly units are allowed to contest friendly Commander Unit Tokens.

Replace with:

Friendly units are allowed to contest but not pick up friendly Commander Unit Tokens.

Pg 12

Each player is required to designate 2 units as a Command Unit.

Replace with:

Each player is required to designate 2 units as a Command Unit. Command units cannot be of the type BA or CI

Pg 13

Destroy all of the opponent's Objective Area Templates

Replace with:

Capture all of the opponent's Objective Area Templates

Pg 13

If during the End Phase (Step 4) a player has destroyed all 3 of their opponents OAT's, that player wins the game.

Replace with:

If during the End Phase (Step 4) a player has captured all 3 of their opponents OAT's, that player wins the game.

Pg 14

TOURNAMENT RULES

Replace with:

FORMAT RULES

Pg 14

The 350 Tournament Format uses the basic rules found in the beginning of the Alpha Strike Commanders Edition (AS:CE)

Replace with:

The 350 Format uses the basic rules found in the beginning of the Alpha Strike Commanders Edition (AS:CE)

Pg 14

These core rules are the basis that make up Alpha Strike and are to be followed while playing with the 350 tournament rules set.

Replace with:

These core rules are the basis that make up Alpha Strike and are to be followed while playing in the 350 Format.

Pg 14

Additional rules will be spelled out in this section. Please read and follow the Errata for the AS:CE as well. This can be found on the Battletech Main page: www.bg.battletech.com/errata/

Addition:

350 Format deviates from the official rules in some minor ways. Below spells out what is different in 350 play vs AS:CE.

UNEQUAL NUMBER OF UNITS (Front Loaded Initiative)

The Movement Phase requires each player to alternate moving their army's units. In a turn consisting of an equal number of units on each side, this simply means that each player takes a turn moving a single unit before their opponent does the same, and so on, until all units are moved. But if the numbers of units per side are not equal, this procedure must be altered accordingly.

To maintain fairness, unequal numbers of units must be moved in proportion. This means that if, prior to any pair of unit movements, one side has more units left to move than the other side, it must move multiple units. If they have more units, they must move 2 units. If they have more than twice as many, they must move 3 units, and so forth.

Units that cannot make a movement this turn do not count toward the unequal number of units.

For example, at the beginning of the Movement Phase, Side A has eight units and Side B has five units. One of Side A's units begins the turn in a transport and cannot move this turn, so Side A only counts seven units.

Side A wins the Initiative. Before the first pair of movements, Side A has more units remaining to move than Side B has remaining to move, so Side B moves one unit, then Side A moves two units. Now, Side A has five units left to move while Side B has four units left to move. Since Side A still has more units left to move, Side B again moves one unit, and then Side A moves two units. Before the third pair of movements, Side A has three units left to move and Side B has three units. Both sides will now alternate moving one unit at a time until all units have moved. Here is a breakdown of how many units each player would move in this example turn.

UNEQUAL NUMBER OF UNITS TABLE

Move Number	Units Left to Move		Moves	
	Side B	Side A	Side B	Side A
1	5	7	1	2
2	4	5	1	2
3	3	3	1	1
4	2	2	1	1
5	1	1	1	1

USING NON-INFANTRY UNITS AS COVER

A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs. If an infantry unit is in base-to-base contact with a friendly non-infantry unit at the end of the Movement Phase, it can declare it is using the non-infantry unit as cover for this turn. This cover does not block LOS, but adds a target number modifier to attacks passing through the cover.

The non-infantry unit is treated like a piece of intervening terrain for attacks made against (and by) the covered infantry unit. If an attack's line of sight to the covered infantry unit passes through the covering unit's base, a +2 terrain modifier is applied to the attack. If the attack is

unsuccessful by a margin of 2 or less, the attack is successful against the covering non-infantry unit instead.

Attacks by an infantry unit that is using a non-infantry unit for cover will treat the covering non-infantry unit as intervening terrain that adds only a +1 modifier to the infantry unit's Target Number.

OVERKILL

If a MEC/XMEC capable Battle Armour (BA) is being transported externally and the transport is destroyed, any excess non-AOE damage is automatically transferred to the externally mounted unit without rolling 1D6 per page 48 of AS:CE.

Pg 14

There are 2 formats of play in the 350 Tournament, Casual and Premier. When deciding to run a tournament please make it known to all players which format you plan on running ahead of time.

Replace with:

There are 2 formats of play in the 350 Format, Casual and Premier. When deciding to run a tournament please make it known to all players which format you plan on running ahead of time.

Pg 14

Addition:

AS:CE Optional Rules used Premier Events box:

Towing Page 165

Pg 14

PAINT and MODELS

Replace with:

PAINT and MODELS at Premier Tournaments

Pg 14

Players are expected to come to every tournament or event with a painted 350 army. This is to make sure the game looks amazing and draws in new players to the game.

We also don't want to turn away new players that are just getting into the game, or players who just don't have the time to paint their armies.

In order to strike a balance, at the Premier Level, all armies that are not painted to the specifications listed below will not be able to advance to the Championship Rounds after the initial Swiss Rounds.

Replace with:

Players are expected to come to every tournament or event with a painted 350 army. This is to make sure the game looks amazing and draws in new players to the game.

At the same time we recognize that life happens and that this may not always be achievable for every player.

To strike a fair balance for players participating in Premier Tournaments, all armies that are not painted to the specifications listed below will not be able to finish in the Top 3 nor will they be able to advance to the Top Cut if used.

Pg 15

Each miniature must be of the same chassis printed on the card used by the player. The miniature is not required to be the same variant.

Replace with:

Each miniature must be of the same chassis printed on the card used by the player. The miniature is not required to be the same variant. Any publicly sold CGL Plastic miniature can be used for any variant for that chassis, even if a specific variant metal chassis exists.

Pg 15

Sprinting:

Remove section:

A sprinting unit cannot do anything but move. Therefore it is unable to take actions or fulfill any Scenario Objectives that involve more than simply moving or occupying a space.

Pg 15

Sprinting units cannot:

- Pick up Flags for Capture the Flag
- Deposit a Flag at their Base
- Dismount Battle Armor or Infantry
- Attack
- Perform Physical Attacks
- Spot for Indirect Fire
- Enter Bunker

Replace with:

A sprinting a unit cannot perform these additional actions:

- Pick up Flags (Capture the Flag)
- Deposit or transfer a Flag (Capture the Flag)
- Enter a Bunker

A sprinting unit may still claim/contest an OAT or add it's Size to KotH and Overrun calculations.

Pg 16

End Phase Order

Replace all instances of INF with CI

Pg 17

Players must roll for Terrain Initiative before the game starts. The player who wins the roll will decide one of the following:

- (a) Place the first piece of terrain, or
- (b) Automatically win the first Initiative roll after terrain is set and forces have deployed. The player who lost the roll will place the first piece of terrain.

Replace with:

Players must roll for Terrain Initiative before the game starts. The player who wins the roll will decide one of the following:

- (a) Place the first piece of terrain and cede first initiative to their opponent or
- (b) Automatically win the first Initiative roll after terrain is set and forces have deployed and cede first terrain placement to your opponent.

Pg 17

The map edge is not considered a terrain piece, therefore terrain may touch the edge of the map.

Replace with:

The map edge is not considered a terrain piece, therefore terrain may touch the edge of the map. However you may not deploy terrain in the deployment zones.

Pg 20

Each map will be played with 5 Primary Terrain pieces (1 Large, 2 Medium and 2 Small) and 5 Secondary Terrain pieces (1 Large, 2 Medium and 2 Small)

Replace with:

Each map will be played with 5 Primary Terrain pieces (1 Large, 2 Medium and 2 Small) and 5 Secondary Terrain pieces (1 Large, 2 Medium and 2 Small). All 10 pieces must be placed on the table.

Pg 20

Timeline per Game:

- 5 Minutes for players to exchange lists and choose a 200 point squad for scenarios.
- Players roll for Terrain Phase Order
- 10 min for players to set terrain
- Start the game clock (80 Min.)
- Players roll for Deployment Initiative
- Players deploy their units according to scenario rules.
- Players roll for 1st round Initiative
- Every 20 minutes judges call out how much time is left in the round.
- 80 minute mark, TO calls "Time" all games are allowed to finish the round that they are currently on.

Replace with:

Timeline per Game:

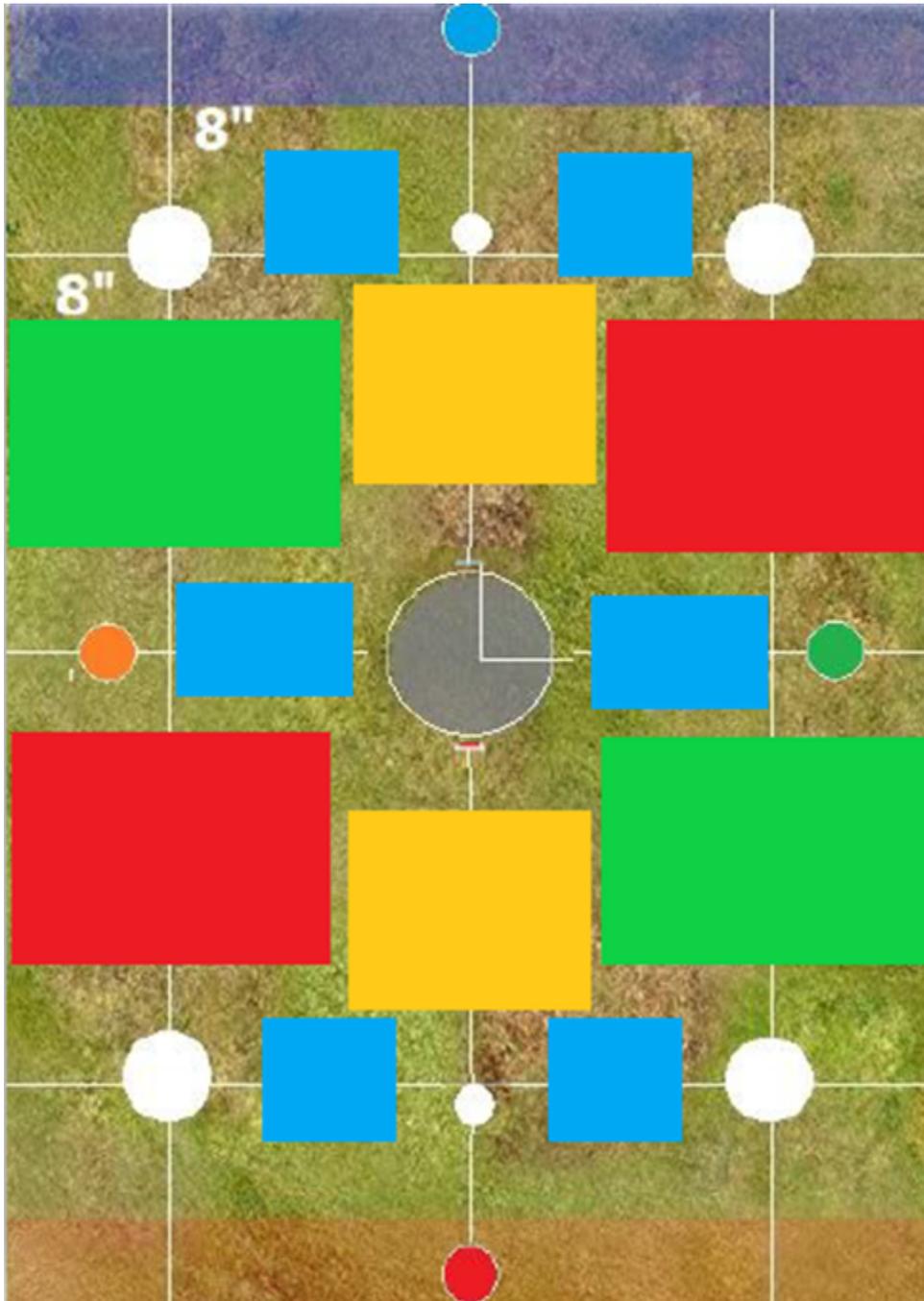
- Determine Scenario being played
- 5 Minutes for players to exchange lists and choose a 200 point squad for scenarios.
- Players make the Terrain/Initiative roll
- 10 min for players to set terrain
- Players roll for Deployment Initiative
- Players deploy their units according to scenario rules.
- Start the game clock (80 Min.)
- First turn of play begins with the player who placed terrain last winning initiative.
- Every 20 minutes judges call out how much time is left in the round.
- 80 minute mark, TO calls "Time" all games are allowed to finish the round that they are currently on.

Additions:

OPEN BETA RULES

PRESET TERRAIN

Some organizers prefer the speed of having terrain preset for their events. This prevents players from being able to stack the terrain in their favor but developing a terrain scheme that is balanced and in line with all the AS350 rules can be difficult. This is a map with all the objective markers for all the scenarios superimposed. On the map are colored squares to help organizers visualize where terrain can be placed to not interfere with the objectives and provide a roughly balanced map layout.



Red Large/Medium Primary up to 2"
Green Large/Medium Secondary

Gold Medium/Small Primary up to 2" w/ Small Secondary
Blue Medium/Small Secondary

FAQ

Players may make the following end phase decisions during deployment and declare them as they deploy the affected unit:

Deliberate Overheating (page 53 AS:CE)

Stealth on/off (page 79 AS:CE)

ECM/ECCM settings (page 161 AS:CE)